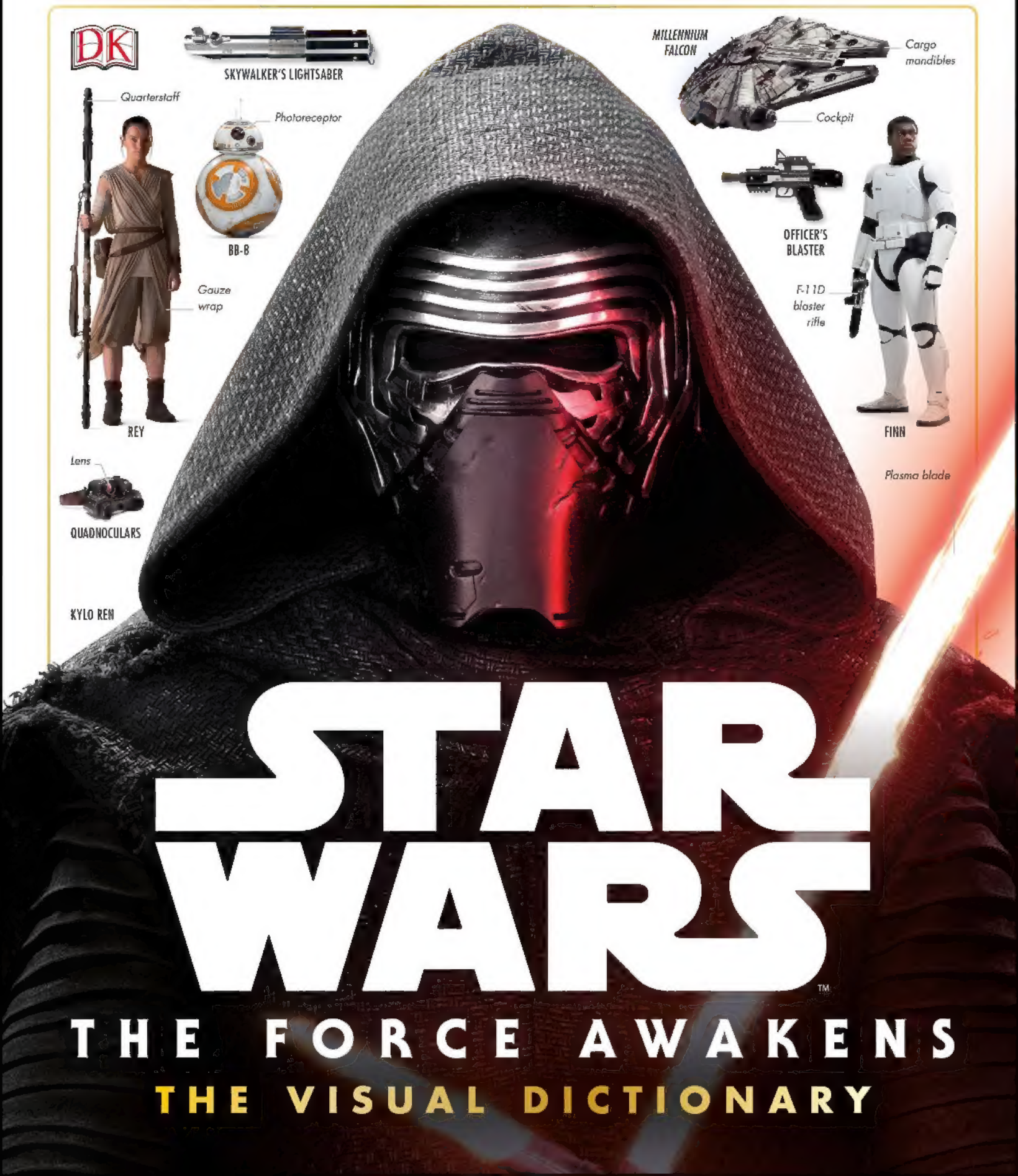
DK
SKYWALKER'S LIGHTSABER
MILLENNIUM FALCON
Cargo mandibles
Cockpit
Quarterstaff
Photoreceptor
BB-B
OFFICER'S BLASTER
Gauze wrap
REY
F-11D blaster rifle
FINN
Lens
QUADNOCULARS
Plasma blade
XYLO REN
STAR WARS™
THE FORCE AWAKENS
THE VISUAL DICTIONARY

THE AUTHOR

PABLO HIDALGO has been writing professionally about *Star Wars* since 1995. In 2000, he joined LucasFilm to become a full-time *Star Wars* authority. First as a StarWars.com writer, and now as a creative executive in story development. He has written or co-written several authoritative *Star Wars* reference books, including *Star Wars: Year by Year* and *Star Wars: The Essential Reader's Companion* as well as guidebooks to other brands such as Hasbro's G.I. Joe and Transformers. He lives in San Francisco.

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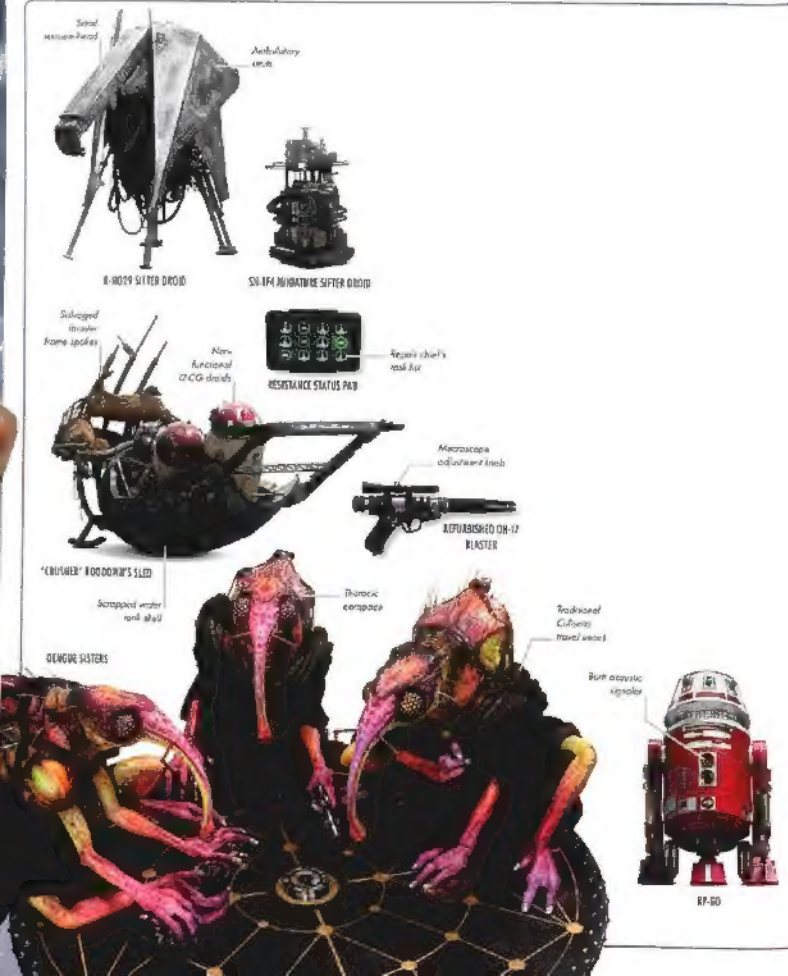

STAR WARS

THE FORCE AWAKENS

THE VISUAL DICTIONARY

WRITTEN BY PABLO HIDALGO

SPECIAL FABRICATIONS BY JOHN GOODSON

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INTRODUCTION

STAR WARS: THE FORCE AWAKENS launches audiences into a new era of storytelling. A New Republic holds sway over a civilized galaxy. In the depths of uncharted space, the next evolution of the Empire—the First Order—stands ready to unleash destruction on an unsuspecting target. The Resistance, outnumbered and underequipped, is all that stands in its way. Absent from the galaxy's stage are the Jedi Knights—Luke Skywalker is missing when the galaxy seems to need him the most. It falls to a new generation of heroes to rise and rekindle the power of the Force.

The gap of 30 years since the events of *Return of the Jedi* invites endless speculation as to what has happened since that triumph of the Rebel Alliance over the evil Galactic Empire. How has the galaxy reshaped itself? Who are the players in this latest struggle for power? What has become of the legends of the past and who are the new heroes of tomorrow? The Visual Dictionary aims to answer some of those questions.

PEACE INTERRUPTED

AFTER YEARS OF REBELLION, the death of Emperor Palpatine gave the oppressed peoples of the galaxy undeniable evidence that the Empire could be defeated. A longing for freedom and peace drove a great tide of revolution from sector to sector, to the point where a truce—unthinkable at the height of the Galactic Civil War—was signed between the New Republic and the weakened Empire. As one of its first acts, the restored Senate promptly passed the Military Disarmament Act. Many were convinced that the age of galaxy-wide conflict was over.

THE NEW REPUBLIC

Following its great victory against the Empire at the Battle of Endor, the Alliance to Restore the Republic rebranded itself as the New Republic, and shortly afterward a peace treaty—the Galactic Concordance—was signed with the remnants of the Empire. Believing that the Empire was no longer a threat, the New Republic turned its attention to reshaping galactic politics.

THE FIRST ORDER

The Galactic Concordance defanged the Empire's ability to wage war, with strict disarmament treaties and punishing reparations. The Old Empire withered away, becoming a remnant of political hardliners locked in a cold war with the New Republic, before eventually breaking away to reform as the Unknown Regions as the mysterious First Order.

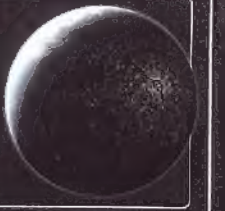
THE RESISTANCE

The Resistance is a small private force created by Princess Leia Organa to keep watch on the movements of the First Order. Though she petitions the New Republic government for support, she finds the politics of the Senate too slow and too mired in self-interest to be of any help. The New Republic tolerates the Resistance, though it is wary of risking war with the First Order.

THE GALAXY

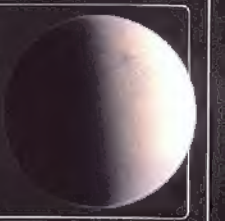
HOSNIAN PRIME

To demonstrate that the New Republic was not doomed to repeat the errors of the past, one of Chancellor Nan Mothma's first orders was the restoration of the Galactic Senate, to create a forum where the Republic would define its very nature. It was decided that all worlds would have an equal say in the shaping of government. This change resulted in the capital of galactic politics moving from Coruscant, its home for millennia. Member worlds would now host the Senate on a rotating basis. At this time, it is the cosmopolitan world of Hosnian Prime where the Senate convenes.



JAKKU

Jakku is a striking example of a world shaped by the aftermath of the Galactic Civil War. The lonely settled desert world in the Western Reaches became a rallying point for retreating Imperial forces, and they fought a fierce and battle above the planet, which once held a secret Imperial research base. A huge fleet of New Republic warships engaged Imperial vessels in the upper atmosphere, and the crippled Imperial ships used their reactor beams to drag Republic vessels into the sands below. This end result was a vast graveyard of warships, waiting to be plundered.

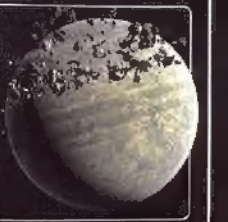


TAKODANA

Galactic Republic, Imperial, New Republic—who is in charge of the galaxy matters little to the most cynical of space pirates, who look to make a living on the edges of the law and civilized space. Takodana has been a haven for shady spacers for centuries, as the seat of famed pirate Maz Kanata. Her castle keep she hosts a crossroads for travelers looking to journey deeper into civilization or farther into the frontier. We has met come to Takodana, as it has remained neutral throughout its long history, and spies on all sides frequent Maz's castle, hoping to find strategic information.

D'QAR

A world of lush vegetation and no native intelligent life, D'Qar fit the profile for a prospective rebel base when it was first scouted decades earlier by members of Corona Squadron. Pilots Thane Kyrell and Teedy Adele initially surveyed the world for signs of any Imperial presence prior to the Battle of Endor. A small Alliance outpost was later established, but the war ended before the need for a full-scale base ever surfaced. The scouting report remained secure in Alliance records for when the Resistance required a hidden base of operation.



BB-8

AN INTENSELY LOYAL astromech droid, BB-8 is usually never far from pilot Poe Dameron's heels. Like the older, larger astromechs that assist the rank of the Resistance starfighter forces, BB-8 is equipped to control the flight and power distribution systems of a starfighter when the droid is locked into its astromech socket. The pairing of a selenium power drive and a dedicated, goal-focused personality keeps this articulate automaton tirelessly rolling, even into certain danger.

Though BB-8's self-preservation protocols result in the droid being skittish and easily frightened, its experiences have erected a strong loyalty subprocessor that cannot be overwritten.

High frequency receiver antenna (damaged)

Condensed helical transmitter antenna

Lightweight cranial frame

Tomahawk I-5 accelerometer

Magnetic caster

Gyroscope

Ultrascan 4D navigation data port

Service access thread

Stainless incisium

TRUSTY COMPANION

BB-8 is the first to spot the approaching First Order invasion of Kelkin Raw-a-en Jakku, and attempts to warn Poe. As it becomes clear that Poe is unable to complete his mission for General Leia Organa, the pilot asks BB-8 to continue alone. The little droid bravely evades the attacking stormtroopers and rolls into the foreboding desert night.

ALWAYS MOVING

An internal articulate mechanism rolls BB-8's body, while its head is kept perched atop the sphere with magnetic casters. Wireless telemetry between the head and body removes the need to keep the head tethered to a single control point. When BB-8 needs extra stability or must traverse areas it can't roll through, it fires compressed liquid cable launchers that then reel the droid into hard-to-reach spots.

Primary photoreceptor

Articulated holoprojector array

BB-8's dense shell and sealed access points prevent dust contamination that would have seized the servomotors of older models.

Power recharge port

Multipair cooling vents

Surface sensors

BB-8's six swappable circular tool key disks can be replaced and upgraded with minimal reprogramming. This example is equipped with a magnetic torque bolt spanner.

FRIENDS IN FLIGHT

Poe Dameron grew up hearing tales of heroic pilots and their trusty astromechs, and as such has always fostered a deep respect for his droid companions. Dameron keeps BB-8's systems up to date and the droid's mechanical components well maintained. BB-8 returns the favor by making sure the settings on any ship assigned to Poe are configured to his preferences.

DATA FILE

- BB-8 converses in 27th generation droidspeak code, a compressed version of the most common astromech language.
- BB-8's tracking mode, which connects it to the Resistance network, was neglectfully disabled prior to its latest mission.

POE DAMERON

POE DAMERON GREW UP hearing the legends of the starfighter pilots of old, having been raised by veterans of the Rebel Alliance. At 28 years old, Poe is now the most daring and skilled of the Resistance pilots. His appetite for risk is indulged by even the most sensible minded Resistance commanders, as he gets spectacular results when pitted against First Order starfighter panels. Though brash, Poe has great charisma and tireless respect for the idealistic founders of the Resistance, particularly his idol, General Leia Organa.

MISSION TO JAKKU

Massively outnumbered by the First Order, the Resistance scrapes together what resources it can to prepare for the oncoming war. General Organa sends Poe to the poorly settled fringes of the galaxy's Western Reaches, where he seeks out Lor San Tekka. This old ally of Leia and her brother holds information that can save the Resistance.

REBEL ROOTS

Poe Dameron was born toward the explosive finale of the war between the Rebel Alliance and the Galactic Empire. His mother, Shara, was an Alliance fighter pilot while his father, Kes, also served in the rebel military. Poe was raised on Yavin 4, in a newly established colony not far from the Massassi ruins from which the Rebel Alliance launched the fateful mission that destroyed the first Death Star.

As the girls ready to depart found village in Jakku, Poe senses the approach of two Order shuttles and expertly rushes into action.

POE'S BLASTER RIFLE
A Blastech E-11 DLT19X Heavy Field Efficient Blaster rifle is standard within a charging slot inside Poe's X-wing cockpit. A model used throughout the Resistance, it is outfitted with a Poe-specific targeting scope.

FIRST ORDER

Resistance commander ground uniform

Weatherproofed adventurer boots

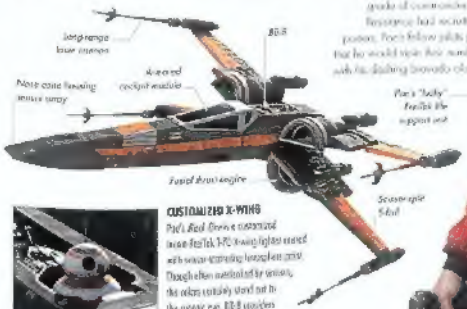
Built into Poe has been a many fight years throughout his adventures, but even so, he is forgiven before the overwhelming power commanded by Kylo Ren, enforcer of the First Order

DATA FILE

- In addition to his skills as a pilot, Poe is a capable infantry trooper, equipped with gear such as Heavy-Gear T-84 A Belt grenadiers.
- Poe has been flying starships since he was six years old.

RESISTANCE ACE

Poe served as a squadron leader in the New Republic Defense Fleet, but was recruited by the central government's failure to take the First Order threat seriously. Upon being recruited into the Resistance, Poe found an organization that bore resemblance the Rebel Alliance of old. He quickly rose through the ranks of the Resistance's underskilled Starfighter Corps, earning the grade of commander. If the Resistance had recruitment posters, Poe's fellow pilots joke that he would wear their numbers with his dashing bravado above.



CUSTOMIZED X-WING
Poe's Red Three is customized in an RZ-1 A-wing fighter colored with sensor-scanning hexagon paint. Though often overlooked by the casual observer, the colors cumulatively stand out to the organic eye. BB-8 considers Black One the best-used starfighter out of Poe's ships.

POE'S HELMET

Though many star fighter pilots detest atmospheric encasements, Poe delights in wearing through visors and skimming the surfaces of planets. The fog of the wind creates an intense and turbulent headwind that boosts Poe's appetite for thrills.

Vented hot-hose cooling helmet
Inflatable flight vest
Pilot's "bulky" flexible life support vest
Chin-slot blaster pistol
Old Rebel Alliance symbol has been adopted by the Resistance
Anti-corrosion weapon finish

LOR SAN TEKKA

AS THE EMPIRE TOPPLED, retreating Imperial officials destroyed records that would have been vital to the New Republic's attempts at galactic reconstruction. New Republic bureaucrats turned instead to firsthand accounts from well-traveled locals to fill in the gaps. A seasoned traveler and explorer of the more remote fringes of the galaxy, Lor San Tekka has proven his worth to the New Republic and the Resistance many times over. Ready to retire after decades of exploration and adventure, the spirited San Tekka has settled with a colony of villagers in the remote Kelvin Ravine on the frontier world of Jakku.

Knowing the Lor San Tekka is a font of obscure information, Finn Donnaven seeks him out on Jakku, hoping that his ancient knowledge will be of benefit to the Resistance.

Handwoven tassel

Hand-spun fondaba wool coat

Chain of Waders

Tassel-worn survival belt

DATA FILE

- Lor travels lightly and always wraps in the few artifacts he manages to carry from place to place.
- Lor is old enough to have witnessed the Jedi Knights prior to the Clone Wars. He never believed the lies that painted them as traitors.

In his travels, Lor San Tekka uncovered much of the history of the Jedi Knights that the Galactic Empire had tried to hide forever. Others now seek him for his knowledge of Jedi secrets.

CHERISHED ARTIFACT

Believe in a path lies the rock Lor San Tekka's most valued possession—an antiquated data storage unit.

KEEPER OF FAITH

Though San Tekka is not Force-sensitive, he has witnessed its power firsthand. During the dark times of Emperor Palpatine's rule, San Tekka was a follower of the Church of the Force. This underground faith was made up of loosely affiliated worshippers of the Jedi ideals, who steadfastly believed that one day their light would return to the galaxy.

VILLAGER ESSENTIALS

The villagers of Tuanul follow an ancient lifestyle, respecting the customs and traditions of the galaxy. Even in eastern of darkness, the villagers prefer to create their own weapons rather than live the culture of weapons manufacturers. Through war and strife, the villagers reject the happenings of warlords, especially the proliferation conflicts that have polluted much of the galaxy.

MACES

SHOVEL

AX

PICKAXE

KRAGGIN-OIL LAMP

Salvaged industrial power tool

HICO GARUKCA'S BLASTER RIFLE/CLUB

BLASTER PISTOL

Carved stone zaynar salt handle

Soothing Lor San Tekka, the First Order lands more than sixty Unmanned to pacify Tuanul village, which the villagers fight tenaciously to defend.

Rich in sand, a large expansive ravine, this valley and dusk hues of Tuanul village are an oasis of life in the otherwise empty Kelvin Ravine.

Unadorned hair

Sumbuster tanged vest

Sash of the Balanced

Simple dyed linen dress

DASHA BROOMBIT

Weighted steel shackles as war club

Perspiration recharger

Abandoned speeder

FIXED MUSKOCA

Pilgrim's robe

Insulated boots

TUANUL VILLAGERS

In the time of the Empire, with the Sith secretly in command of the galaxy, any displays of organized worship or belief in the supernatural were against Imperial law. Underground religions spread across the galaxy, to briefly emerge from the shadows with the defeat of Emperor Palpatine. Tuanul village on Jakku houses a collective of worshippers, who praise the virtues of the Force without being gripped by the ability to wield it.

STORMTROOPERS

THE FOOT SOLDIERS of the First Order draw upon the heritage of the armoured infantry units that fought across the battlefields of the Clone Wars in the final years of the Old Republic. The new white armour that was once an honourable symbol of defence, was transformed under the Empire into the faceless icon of an evil regime. Heavy stipulations forbade the founding and maintenance of stormtrooper forces after the Galactic Civil War, but while disarmed, New Republic realise that the First Order is escalating its military preparations for a bold strike. Stormtroopers once again are leading the charge.

Though the conflict between the First Order and its enemies has not yet escalated into full-scale war, there have been isolated skirmishes as the First Order tests the New Republic's resolve.

Scout Blaster FWMB-10 repeating blaster rifle, known as a repeatblaster

TRAINING REGIME

During the time of the Galactic Empire, extensive standards led to stormtroopers of varying skill and ability. Out of necessity, the First Order endeavours to more rigorously apply standards to ensure excellence across its ranks, even if it means fewer troopers. Having undergone rigorous training, stormtroopers are considered elite operatives, as well as guarding senior officers, government officials and visiting dignitaries. Even those soldiers who fail to pass the rigorous training are usually inducted into garrison or security forces, where they can still serve the First Order. Now that the First Order has returned to power, it is expected that stormtroopers will be deployed in greater numbers than ever before.

To keep their weight down, most stormtroopers believe lack advanced imaging gear, meaning stormtroopers do not use separate squadron colours in the field.

Stormtroopers can deviate from any form of identification beyond their assigned numbers.

Composite faceplate helmet with integral polarised lenses
Flare vent system with external heat sinks
Web gear holds extra ammunition
Barrel cooling shroud
Collapsible conductor contact vanes
Spotlight
Cockpit
Landing gear
Counter-rotation ramp
Lightweight composite backplate/ballistic riot shield
Tactical force shield of first generation manufacture
Rear of opening barrel shroud
Integrated sight and rangefinding eyepiece
Adjustable grip attachment
Power cell
Improved cant design allows greater flexibility when target is at distance
Removable stock assembly
Magnetomechanical adhesion grip with integrated power load indicator
Collapsible shoulder grip

CLOSE COMBAT

Soldiers within the First Order are very well trained in close combat, and stormtroopers can be found in detachments of specialist melee troops, each of these units specialising in a particular form of close combat and combined arms tactics, designed to overwhelm and defeat their opponents into submission.

E6 RIOT CONTROL BATON

TROOP TRANSPORTER

The Xiphos-class assault landing craft (ALC) can carry up to 20 stormtroopers (2 squads) from an orbital base to a combat site quickly and securely, enabling quick-strike forces to be deployed in force.

ADVANCED ARSENAL

To avoid the heavy restrictions that governed major galactic corporations from selling arms to the First Order, Rio-Tech Industries and Merr-Sonn Munitions operate as a subsidiary called Arms Bureau Corporation, which operates within the Order solely. This company manufactures the majority of First Order weaponry, building on classic designs as well as developing new weapons. Across the spectrum, these weapons are designed to be durable, reliable and easy to maintain, with a minimum of moving parts, ensuring maximum reliability and operational lifespan.

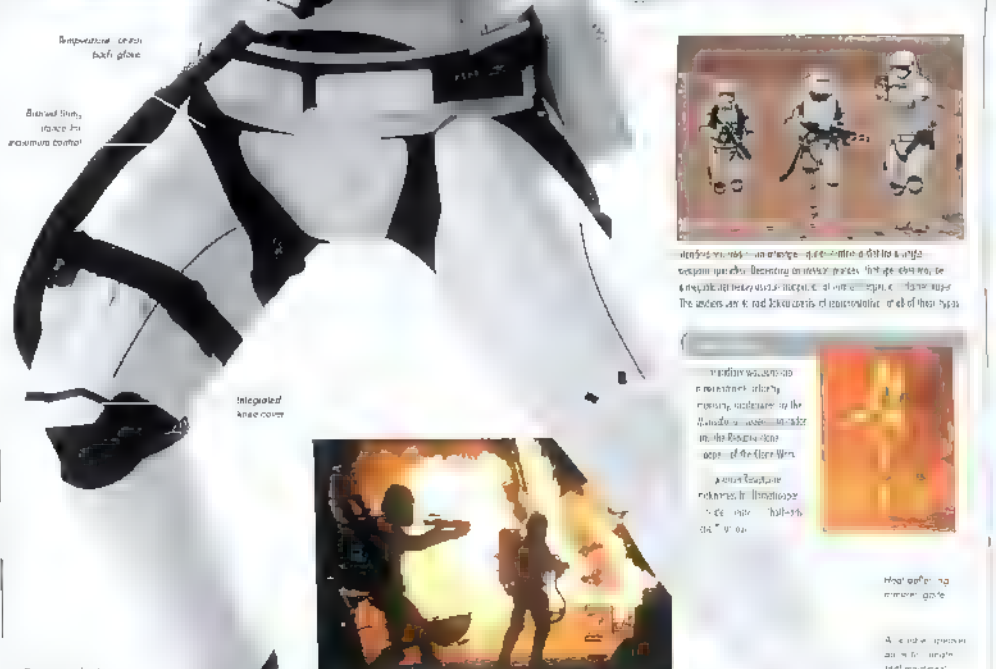
SORR-BEAS S7 44C BLASTER PISTOL

SORR-BEAS F-31D BLASTER RIFLE

FLAMETROOPERS

SPECIALIZED STORMTROOPERS

D-93 INCINERATOR FLAMETHROWER



FLAMETHROWER TACTICS

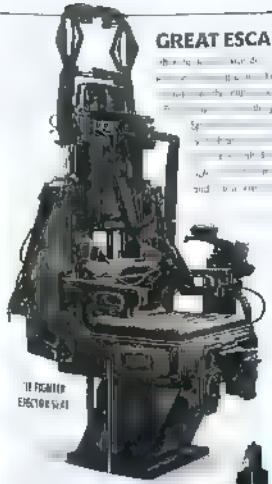
FN-2187

A PRODUCT OF THE

STORMTROOPER HELMET

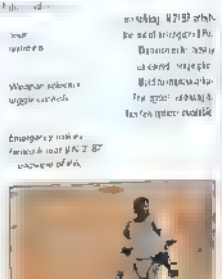
STORMTROOPER BINOCULARS

RELUCTANT WARRIOR



TIE FIGHTER EJECTOR SEAT

GREAT ESCAPE



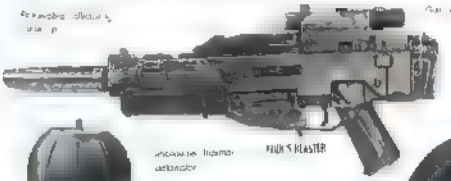
DATA FILE

CRASH SITE

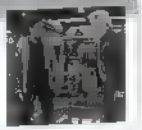
FINN

AFTER THE RAID

DESERTER



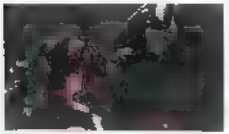
PYRE DENTON EXPLOSIVE



RESISTANCE FIGHTER

KYLO REN

STRIDING ONTO RAVAGED BATTLEFIELDS

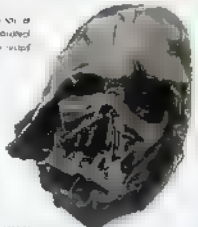


INTERROGATION

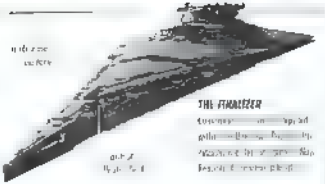
INTERROGATION CHAIN

INTERROGATION TOOLS

KYLO REN'S HELMET

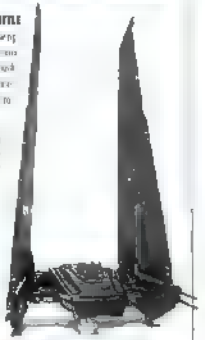


VADER'S MASK



COMMAND SHIPS

REN'S SHUTTLE



FIRST ORDER WARRIOR

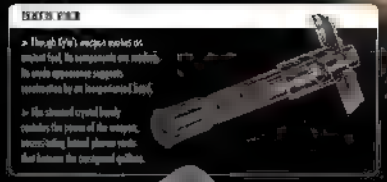
KYLO REN:
DARK WARRIOR

HAVING STUDIED JEDI SKILLS as well as arcane dark side lore, Kylo Ren is the embodiment of conflict, drawing upon contradictory teachings and deriving power from discord. Ren has taken pains to bury his past, though he uses the unpleasant emotions that stir within him when reflecting upon his youth to fuel his anger and dark powers. Through his veins course the bloodline of the most powerful Jedi and Sith, and Ren sees it as his birthright to rule the weaker beings in the galaxy. As his power rises, it eclipses his past life leaving the young man further isolated. Kylo Ren aspires to build immunity to the light side – to succeed where Darth Vader and his sentimentality once failed.

Kylo Ren is the most gifted apprentice of Supreme Leader Snoke, a mysterious figure steeped in dark side knowledge who commands the First Order from a distance.

LIGHTSABER COMBAT

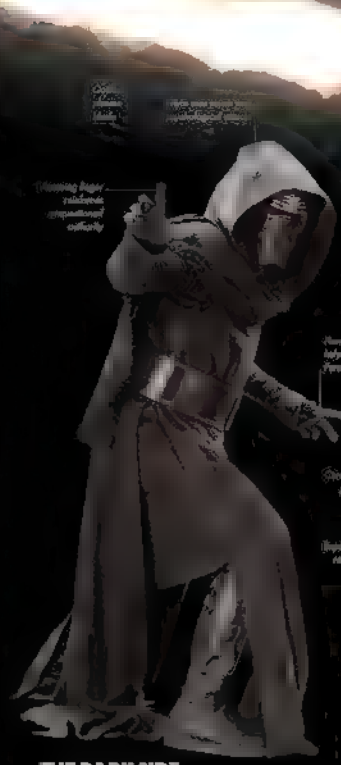
The lightsaber skills of Kylo Ren are, ironically, responsible for that elegant weapon and its wielder's fame, remaining unknown to the galaxy at large. Kylo Ren betrayed the other Jedi students studying with Master Luke Skywalker, and is responsible for their destruction. He has well earned the nickname "Jedi Killer", whispered in the First Order ranks, as it was his deadly lightsaber skills that prevented the return of the Jedi Order.



DARK FORCE

> Though Kylo's weapon started as a copied tool, its components are evolving. Its crude appearance suggests construction by an inexperienced hand.

> The elemental crystal barely contains the power of the weapon, occasionally leaking plasma vents that become the unstopped quillons.



THE DARK SIDE

The dark side flows through Kylo Ren, making him an almost unstoppable force on the field of battle. His reflexes and telekinetic defences are immense – he is able to stop an incoming blaster bolt in midair and hold it in place for several seconds before releasing it. He is also a master of telepathic intrusion, using the ability to coerce or restrain his prisoners into revealing secret information.

KYLO'S LIGHTSABER

Kylo Ren's unusual lightsaber is an ancient design, dating back thousands of years to the Great Scourge of Malachor. The crossguard blades, or quillons, are tributaries of the primary central blade, all spawning from a cracked kyber crystal that is the cause of their ragged, unstable appearances. An array of focusing crystal activators split the plasma stream into perpendicular blades energy channels, smashing the quillons. The emitter shrouds on the crossguard protect the hilt's hand from the smaller blades.

The crossguard blades emerge soon after the main blade snaps into existence, helping to bolster the power of Kylo Ren's lightsaber.

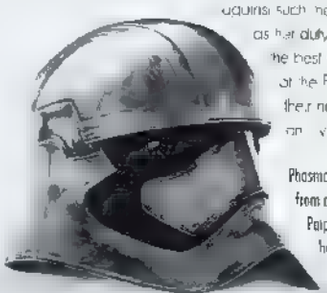
CAPTAIN PHASMA

CHARGED WITH COMMANDING the stormtrooper forces of the First Order, Phasma's true rank is higher than the simplistic trade-"captain" would suggest. Although her position could easily afford her an ornate command room far from the battlefield, Phasma thrives on seeing combat operations firsthand and shuns any comfortable trappings of elevated rank. She wears a native chromed armor that broadcasts her authority, but also makes clear that she is a woman of action who fights alongside those under her command.

Phasma disagrees with General Hux over what takes to make a soldier. The methodical Hux has developed automated training regimes that simulate battle situations. Phasma believes such programs don't test the true heart of a soldier: courage and tenacity.

STORMTROOPER COMMANDER

Despite the intensely patriotic First Order records of the Empire's military effectiveness, Phasma privately concedes the shortcomings of its original stormtroopers. She believes it was the interference of politics and nearsighted ambitious imperial officials that led to soldiers of uneven skill and effectiveness. Phasma is quick to guard against such meddling. She sees it as her duty to ensure that only the best soldiers wear the armor of the First Order and that their numbers aren't wasted on trivial assignments.



Phasma's armor is coated in salvaged chromium from a Naboo yacht once owned by Emperor Palpatine. Its polished finish helps reflect harmful radiation, but it serves primarily as a symbol of past power.

Polarizing lenses with integral MFTAS (Multi-Frequency Targeting Acquisition System)

Brushed chromium crown with comlink transmission planes

Traditional cape of First Order command

Vocoder speaker ports

Modified precision-crafted crush gauntlets

Mid-torso mounted ammunition holders

> Phasma serves as the third partner in the unofficial command triumvirate of the Starkiller operation, alongside Kylo Ren and General Hux.

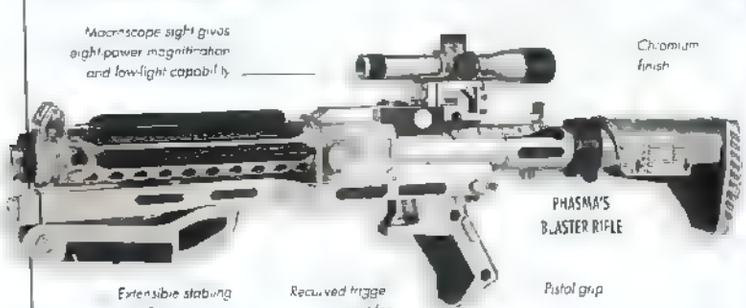
> Phasma takes upon herself to memorize the serial numbers of all stormtroopers under her direct command.

PHASMA IN COMBAT

Phasma has served from the first as the First Order's expeditions into the wilderness of the Unknown Regions. Obsessed with physical perfection, she spends every waking hour honing her combat abilities. She's a qualified expert on all First Order small arms, and has also directed several tactical stormtrooper combat. She sees little need to distinguish notions of equality between genders on the battlefield, commenting on her frequent use of female stormtroopers: nothing new, until Finn's betrayal, provided by a trooper unconcealed the fact that both a man and a woman served the Order's elite ranks as stormtroopers.

Macroscope sight gives eight-power magnification and low-light capability

Chromium finish



PHASMA'S BLASTER RIFLE

Extensible stabilizing grip for long-range sniping

Recurved trigger guard for two-handed grip

Pistol grip

A perfectionist, Phasma routinely patrols the areas under her command as a means of keeping her troopers keen and her soldiers in line. Even in such an expansive operation as Starkiller Base, Phasma makes most of these inspection rounds on foot, walking dozens of kilometers on a typical day.

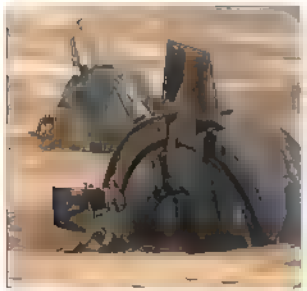
Segmented sabaton

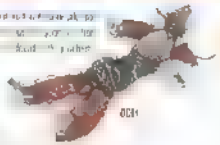
Armorweave cape with First Order colors

REY

LIFE ON JAKKU

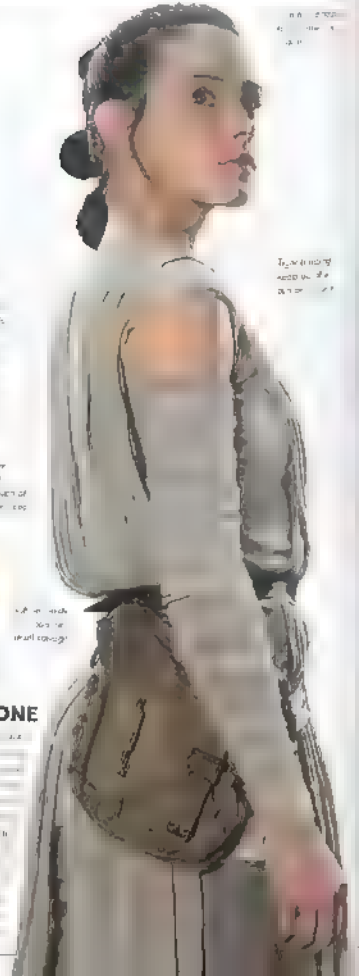
REY'S HOUSE





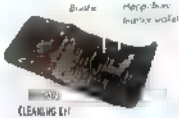
SALVAGED REBEL FLIGHT HELMET

LIVING ALONE



SCAVENGER

REY'S SPEEDER



CLEANING KIT

SALVAGE TRAY

DATA FILE

REY:
SURVIVOR'S SPIRIT

REY'S RECOGNITION of the importance of the Resistance's survival in the face of the rising First Order threat gives her the strength to leave Jakku. She joins Finn on his inherited mission to deliver BB-8 to a Resistance stronghold. Though she still harbours ideas of returning to Jakku, Rey is catapulted into an adventure that makes it clear her fate lies along a path far from that dead-end desert world. Her skills as a warrior pilot and mechanic are fully tested, and Rey comes to discover she has remarkable abilities she never suspected.

Rey has learned self-defence as a matter of necessity. Whether bartering for durable staff, she has perfected the spring, or agile sparring techniques to keep enemy wielders at bay.

A TOUGH LIFE

Rey's survival as a scavenger has earned her the [illegible] Plutt, who [illegible] Rey's [illegible] wrapping on a trade with Plutt. The trumpet-nosed boss orders Rey she be taught a violent lesson. This is far from the only betrayal she has suffered. The harsh conditions on Jakku have taught Rey that good fortune often invites trouble, and bullies only fear strength.

Salvaged quarterstaff

Blagg's outfit is wool and wool shag

Front hook arm grip to power a sudden swing

Head exchanger plate

Deadeye fixed sheet pulley

QUADRAMPER

Berthed in Bay 3 on Niima Outpost, this Quadramper belongs to a group of salvage-and-spare parts hoarders and scrap dealers. First Order TIE fighters keen in to scatter when Rey and Finn briefly consider using the ship as an escape craft.

Blade backward throw direct arm attachment

REY'S KNIFE

Lower disturbance position

Agile footwork practised on shifting sands

Wearing a ride on enemy of the [illegible] by her alliance with Finn, Rey is forced to flee Jakku. She and Finn hurriedly board a Stormtrooper Transition Transporter, and Rey grows her [illegible] piloting abilities.

Wearing Blaz Karroda has a profound effect on Rey. She comes to understand that she is an essential part of a much larger galactic tapestry than is unfolding before her eyes, and that the power of the Force is real.

AN AWAKENING

Since the disappearance of Luke [illegible] Rey has been [illegible] Starkiller, and Snoke, the cosmic [illegible] Force is [illegible] sudden ripple indicating the awakening of newfound ability. With the Jedi and their records vanished, few – other than Kylo Ren and his mysterious master – are able to appreciate the occurrence.

Armoured body shell

Flash suppressing, slotted-wing muzzle

REY'S BLASTER

A gift from Han Solo, Rey's [illegible] RLY-14 blaster pistol has a compact grip to fit her small hands, but its enlarged power core and scatter-coil barrel means it is sturdy and packs a respectable punch.

Handle wrapping made from scraps of uniform

Blade length adjust

SKYWALKER'S LIGHTSABER

Ancient Skywalker construction this weapon at the start of the Clone Wars, and it was later passed to his son, Luke. Luke lost it in battle on Cloud City, but someone salvaged it from the city's [illegible] debris.

Activation switch

Power cell

QUARTERSTAFF

Simple hairstyle designed for ease of survival

Salvaged goggle strap

Though Rey has heard fragments of legends of the Jedi, she is surprised to learn that they were real.

Rey's fighting skill with her staff translates well to other close-ranged melee weapons, including those she has never wielded before.

STARSHIP GRAVEYARD

A GENERATION AGO, the [illegible] Galactic [illegible] [illegible] [illegible]

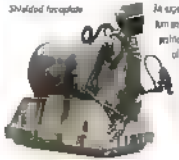
NIIMA OUTPOST

SINCE THE WAR that altered Jakku's landscape with debris, the planet has become a treasure trove for prospectors and scavengers of wildly varying means and fortunes. Niima Outpost, a crumbling settlement of rickety landing bays, dusty salvage yards and the type of shady businesses that parasitically flourish around the desk areas, is the closest thing Jakku has to a city. Merchants, travellers looking to find riches or lose pursuers keep a steady, if erratic, traffic coming to and from the outpost.

NIIMA ORIGINS

After the Battle of Jakku, opportunists pounced to recover serviceable military weapons and scraps of technology from the abandoned crash sites. The first enterprising scavengers that sought to organise the collection efforts was Niima the Hutt. She was operating far from the borders of Hutt Space on a promising planet, embroiled in conflict as the Hutts tried to carve up the deceased crime lord Jabba's territory. Though Niima was later killed by a bounty hunter, the outpost that she established still bears her name.

BB-L21 'SAMPS' POWER DROID



Shielded faceplate

An expert in refining metal from unidentifiable junk, into a printable feed, the 'Geonosian' design has spawned many, even grander, killer models as a guard droid.

Armour and weather hood

GTAW-74 WELDER DROID

HAPPABORE

Found on several worlds, perhaps as a result of some forgotten colonist effort, the Happabore is a strong, hardy creature with tough skin, an intestinal tract-fed mammalian obedience.

Sensor pack with audio/data antennae

Head wrap keeps ear hooded

Face wrapped to prevent sandburn

Salvaged metal forearm-mounted armour

Breathable flowered cloth fabric

CONSTABLE ZUVIO

Providing a semblance of law and order in Niima Outpost is Constable Zuvio, leader of a local militia that included two of his fellow Ugnaughts, warriors, and also a strong sense of justice and cannot be bribed.

Salvaged metal vibro-halberd

Cape contains Bebbop's pet worm

Nose supplies processed atmosphere

Scoop

Mechanical head/filter replacement arms

ATTAKAR REECE

A Dybrite bio-protective headset used for operating in higher atmosphere pressures and temperatures. Reecce is hardy for a Jakku native physique.

BORRAJO

A droid-pitched like Lenixx, BeBbajo's extra-dimensional reach suffers slower than others, although he crosses on his back for all of the speeder.

Bazalisaac is an industry salvager who lost his arm in a pit fall in the Jakku Flats. Though prone to misunderstanding, he offers his services as a fair-hire strong back.

NIIMA RESIDENTS

Now arrivals on Jakku are inevitably drawn to Niima Outpost, as the only remote and secure trade planet. Salvage forms the backbone of Niima economy, but other services have sprung up to take advantage of newcomers. Black market [illegible] a constant presence, [illegible] a planet with minimal laws.

TUSKEN RAIDER

One-time scavengers, loosely hostile and bandit-ridden. Small attacks on lightly defended settlements made a multitude of enemies – this dispersed nomadic. The eyeless living "sand" to supernaturally calm.

Alignment and fixed attachment

SAKO'S BLASTER RIFLE

Now an arms dealer, Sako's business in Niima involves selling various weapons to travellers looking to leave the scavenged secure. To emphasise the quality of his wares, Sako brandishes an ornate Geonosian trophy, an embellishment that increases the firepower of any compatible blaster weapon.

SureShot JSP-14 pistol fitted with hopper

'JAKKU NIGHT SPECIAL' BLASTER RIFLE

TRANDOSHAN DOUBLER ON-TARGET PISTOL

Collimating lip

REFURBISHED BLASTECH DH-17

Niima's fuel supplies are very basic, though some scavengers have had success in finding outlying crate supplies, such as pressure bags or reboxers.

Here arrivals are encouraged to lock up their transports or pack guards.

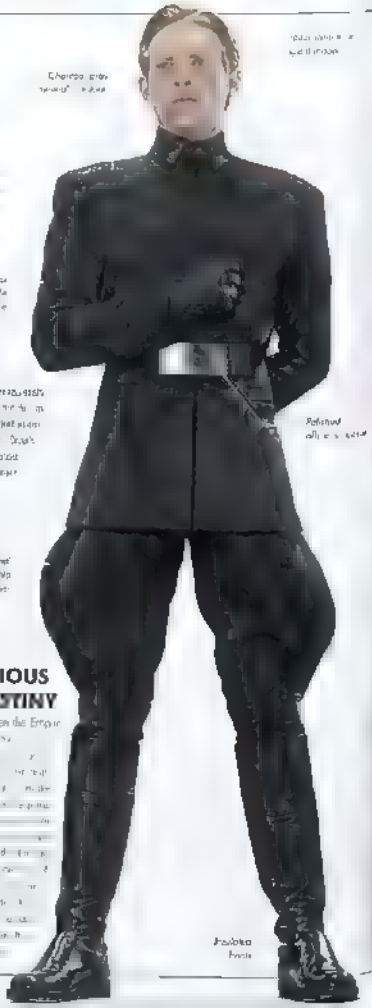
There are very few permanent structures on Jakku. The marketplace, more than a series of Niima Outpost, consists mostly of cargo containers and temporary tent-wigs. There is little in the way of accommodations, and most travellers opt to sleep

UNKAR PLUTT

A HARSH DESERT PLANET is the [illegible] [illegible] [illegible]

GENERAL HUX

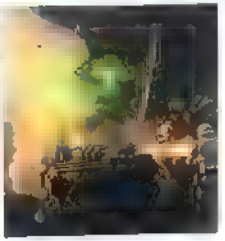
A YOUNG, RUTHLESS OFFICER in the First Order, General Hux has



IMPERIOUS DESTINY

RANK INSIGNIA

GENERAL'S COMMAND CAP



HUX'S BLASTER

WAR LEADER

FINALIZER CREW

THE GALACTIC CONCORDANCE

FIRST ORDER FLEET

LIEUTENANT MITAKA

FLEET ENGINEER

BRIDGE PERSONNEL

BRIDGE SCREENS

DATA FILE

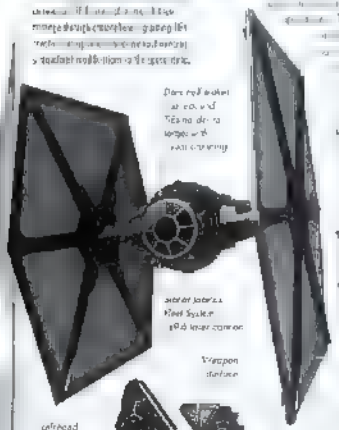
MOUSE DROID

INTERROGATION DROID

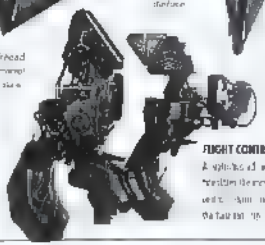
TIE FIGHTER PILOTS

ADVANCES IN TECHNOLOGY

TIE PILOT CORPS

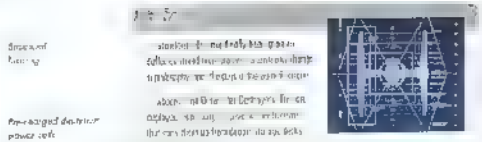


TIE FIGHTER

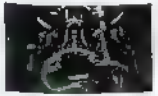


FLIGHT CONTROLS

SF TIE FIGHTER



SPECIAL FORCES PILOT HELMET



SPECIAL FORCES

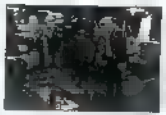
HAN SOLO

IF ANYTHING

OLD HABITS

Trigger

DETONATOR



Hand-held flare to warn friendly vessels of the Millennium Falcon's approach so that the weaponry systems do not pose a threat

HAN'S WELDING GOGGLES

Detachable scope

HAN'S HEAVY BLASTER PISTOL

Power cell

Low-power pulse warning

Custom-made sleeve with markings

Scruffy-looking nerfherder

Still a fan favorite

Trigger

DETONATOR

Hand-held flare to warn friendly vessels of the Millennium Falcon's approach so that the weaponry systems do not pose a threat

HAN'S WELDING GOGGLES

Detachable scope

Power cell

Low-power pulse warning

Custom-made sleeve with markings

HAN'S HEAVY BLASTER PISTOL

Heavily modified Blaster Pistol design, this weapon was Han's favorite for many years. It packs more power and range than a standard blaster

DATA FILE

A Bren series Tobaccan eagle, the mascot of Blue 3, sports a pilot helmet as imagined by a child who was forced by the First Order

Cargo containers docked on transport pod

Cold weather gear

Bridge

Propulsion module

Docking bay door

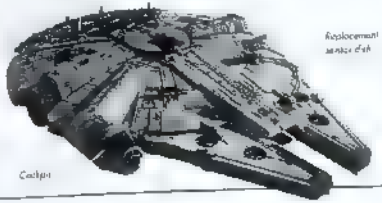
Darth Vader, the Force, and the Jedi Knights were used various sets from Star Wars, from Dagobah to the living days, from the living days to Endor. Mark Hamill plays Luke and back to Solo

SHIPS OF FORTUNE

Cooling vent

SCOUNDREL'S LUCK

Solo has cast the golden pair of dice he carried in the Cantina Space game of sabacc to win the vessel. Although a valuable item, Lando can



Cockpit

Replacement window shield

Sensitive sensors

FOR THE RESISTANCE

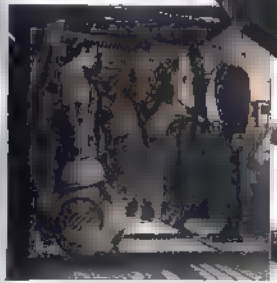
CHEWBACCA

FAITHFUL FIRST MATE [illegible] loyally served by his spouse [illegible] the wookiee [illegible] [illegible] [illegible]

RATHTARS

THE LATEST SCHEME

HOWLING HORRORS

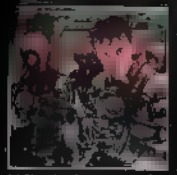


DATAFILE

FIT FOR A KING

GUAVIAN DEATH GANG

TO BANKROLL HIS HAUL for King Prasp, Han Solo faced a ransom of 50,000 credits from the Guavian Death Gang, a criminal organization formerly based out of the Core Worlds. With the Guavian bosses tired of his excuses and delays, soldiers of the organization shadow Solo's freighter from his departure point on Nantaan. They seek to collect on Solo's overdue loan, and also make clear that a criminal organization with the words "Death Gang" in its name is not to be taken likely. The security soldiers of the Guavian Death Gang wear high-impact armor that makes them stand out among other deadly criminals.



Bala-Tik speaks with the clipped terse of the Core Worlds, but with a harder edge.

BALA-TIK

Guavian lieutenant Bala-Tik is familiar with Solo's silver tongue, and won't accept another catalog of excuses from the Corellian. Although it would undoubtedly be easy to gun Solo down in cold blood and thus live up to the Death Gang name, Bala-Tik knows Solo to be a valuable source of profitable information. In the past, Bala-Tik has shaken moneymaking leads out of Solo, though his patience with the pilot grows razor-thin.

Targeting sight connected wirelessly to gunner's helmet readout

Reinforced bipod attachment

Recoil

Concealed ammunition box

Hydraulic armored buttstock

PERCUSSIVE CANNON

Bala-Tik and the rest of the Guavians carry the latest in black market technology, such as massive percussive cannons that fire pneumatically explosive blaster bolts.

DATA FILE

> Following the collapse of the Galactic Empire and the transfer of the capital off of Coruscant, the Core Worlds criminal underworld underwent massive changes.

> The Guavians were displaced and relocated to the inner Rim and Colonies regions.

Bala-Tik is every ounce of Han Solo and Chewbacca as being with him are armored enforcer of security soldiers. He suspects Solo will be crazy enough to start a gunfight near an airlock.

SECURITY SOLDIERS

The Guavian Death Gang's reinforced foot soldiers are fearless killers who have sworn loyalty in exchange for cybernetic augmentation. A mechanical reservoir pump acts as a second heart, injecting a secret concoction of chemicals directly into the bloodstream, increasing a Guavian soldier's speed and aggression to deadly levels. Everything about them is inhuman and highly illegal.

KANJIKLUB

AN OUTER RIM GANG of [illegible] that often [illegible] with the [illegible] gang, Kanjiklub [illegible] [illegible] with their [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] money from [illegible] [illegible] [illegible] [illegible] [illegible] [illegible]

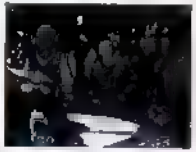
GENERAL ORGANA

IT IS NO SMALL IRONY [illegible] Leia's [illegible] of [illegible] one [illegible] for one [illegible] [illegible] million [illegible] [illegible] [illegible]

RESISTANCE COMMANDERS

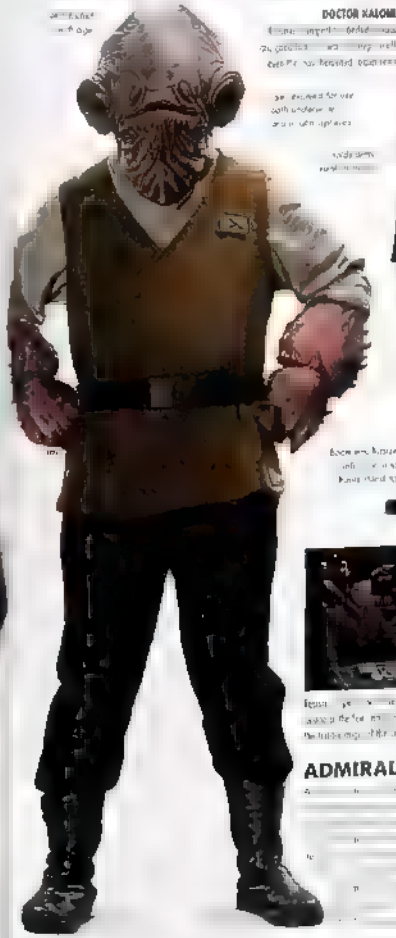
THE UPPER LEVELS

MAJOR BRANCE



ADMIRAL STATURA

DOCTOR KALOMA



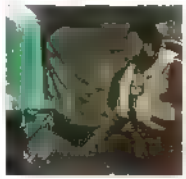
ADMIRAL ACKBAR

DATA FILE

MAJOR BRATT

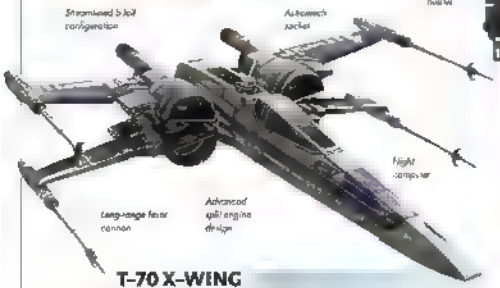
RESISTANCE PILOTS

THE YOUNGEST AND BRIGHTEST of the Resistance military fill out the ranks of its starfighter forces. The Resistance sources these pilots from worlds recruited by the New Republic from the worst of the empire's oppression. Recruited from the core, colonies, defence forces, and prepared to fight for the goals of the former Rebellion, these pilots prove to be inspired, spirited and eager to bring the battle to the First Order. They form a tight-knit bond within their squadrons, and continue to fly the skies of the Rebellion made famous in the Galactic Civil War.



SNAP WEXLEY

Snap hails from Yavaris on Outer Rim world that was an Imperial base [illegible] Republic [illegible] Snap's father was a pilot who flew with the Battle of Endor [illegible] Snap is the only member of the team with brown eyes, blonde and the pointy [illegible]



T-70 X-WING

The modern X-wing starfighter continues to use many of the design features of the venerable T-65. Improvements include altered engines and a wider cockpit. Other changes socket that supports a wider variety of astromech types. The T-70 also has room to accommodate a weapons focus or ownership [illegible]

RELO ASTY'S HELMET

SESS PAVA'S HELMET

RIEN NUMA'S HELMET

SQUADRONS

The Resistance base on D'Qar maintains two main X-wing squadrons, once named Ace and Blue. Blue Squadron is the primary line of defense for the base, with Red Squadron filling as support. Commander Pyre Dameron leads both squadrons, [illegible] Blue Squadron [illegible] the skills of its pilots [illegible] speed and agility. Black One

Combat missions typically break the squadron into paired fighter elements, consisting of a lead and a wingman.

Inflatable flight vest

Glycol blaster pistol

The cockpit canopy of the X-wing resists [illegible] and [illegible] even [illegible] [illegible] can quickly and [illegible] take up the shot

SIGNAL FLARES ON BANDOLIER

Abandoned helmet

Modified native Sullustan gear

RELO ASTY

Spacer + flight boots

Ejection harness

The current generation of fighter pilots wears the post-1BY maneuvers named after heroes of the Galactic Civil War. The Skywalker Suppo, the Antilles Interceptor and the Porkins Rally Run are all training bases for Resistance pilots.

RIEN NUMA

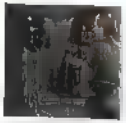
RESISTANCE GROUND CREW

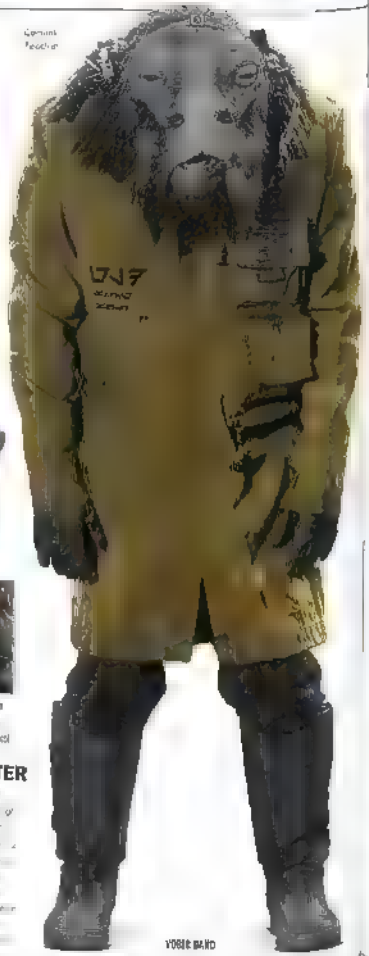
THE RESISTANCE MAKES DO with a motley assortment of vehicles, mostly of the flying variety. Some have been [illegible] while others are [illegible]. Regardless of their origin, they all share the same [illegible].

GOSS ROCHMERS

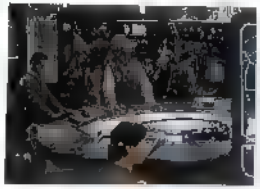
BOLLSE PRIDDEL

ELECTROBINOCULARS





VOSSE BAND

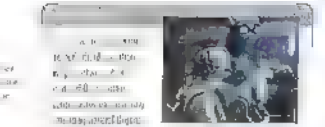


COMMAND CENTER

RESISTANCE DROIDS

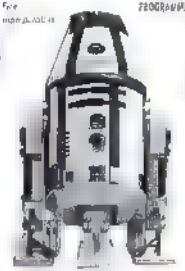
Power droids, assembly droids, boarding droids all play a [illegible]

FX-4CO "FIZZY"



D-0HD PROGRAMMER

SB-TG4 GRAVITY POWER DROID



MO-SA AYKOWECH

E-0HD "BLOCKS" HEAVING DROID

RESISTANCE TECHNICIANS

RESISTANCE BASE SPEEDER

RAYDEL KO

PAIGE N'RAD

C-3PO

A FUSSY PROTOCOL DROID [illegible]

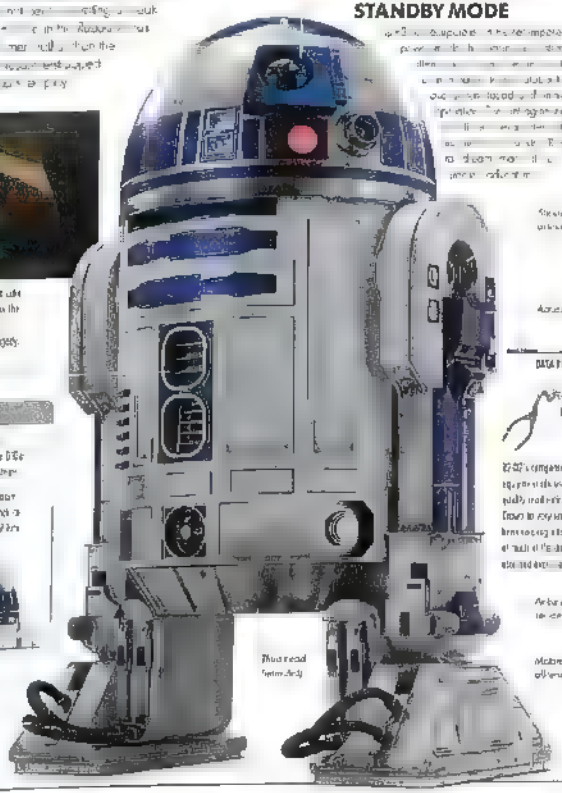
SPYMASTER

[illegible]

R2-D2

AN ASTROMECH DROID [illegible]

STANDBY MODE



THE SENATE

SINCE THE HISTORIC

in the New Republic

the defeated Empire, the preservation of

MAHANDRELLEN OF UTTER

BRASHOR ICE
OF ARDENNEDO

THAD-IS BERALLO
OF COMMERCE

CHANCELLOR VILLECHAM

GADSE

ARCENTHAL ROHB-VOTT
OF TARIS

TRABLE BIRENNO
OF NABOO

ZYGAI BRUSS
OF CANTONMENT

KORR SELLA

STARKILLER BASE

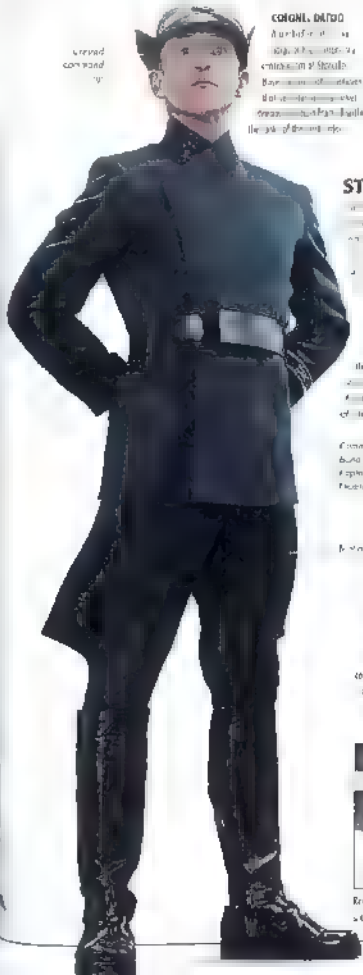
HIDDEN WITHIN

JOINT OPERATION

TECHNICIAN MASHERAT

LIEUTENANT MORNOH

BASE DEFENSES

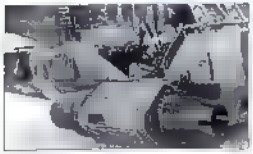


COLONEL DATOO

STARKILLER OFFICERS

SERIES 0 DROID

PATROL DROID



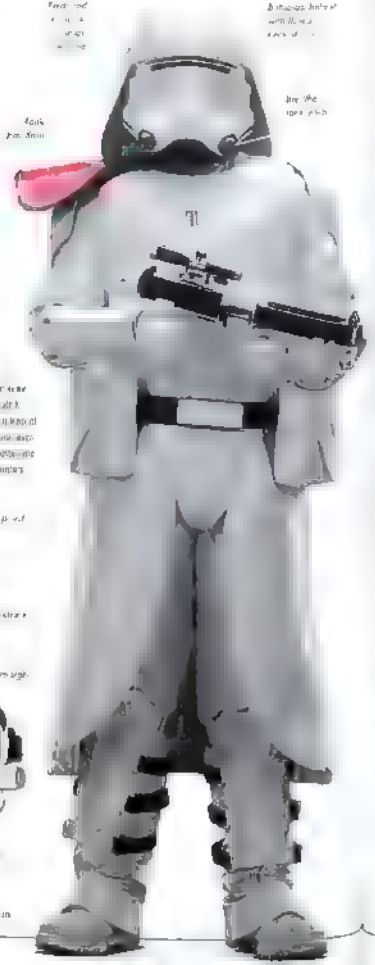
INFILTRATION

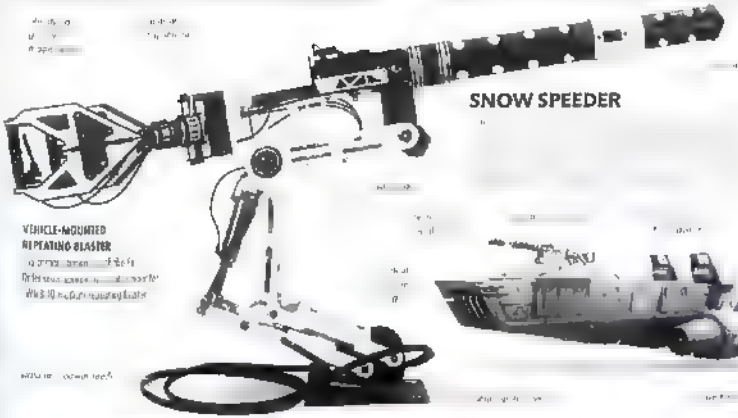
SNOWTROOPERS

THE IMMENSE POWER

GUARDING THE STARKILLER

SOMBA-BLAS E-11D BLASTER RIFLE





VEHICLE-MOUNTED REPEATING BLASTER

SNOW SPEEDER

BODY ARMOR

COLD WEATHER GEAR

MAZ KANATA

DESCRIBED AS AN acquired taste by those who know her best, the boisterous Maz Kanata has carved herself a safe haven on the fringe of the galaxy where she holds court in an ancient castle as the preeminent font of smuggler wisdom. Kanata has got many a young brigand started in the treebooting trade, and has a preternatural gift for sensing the shifting tides of fortune in the galaxy. She has weathered many regime changes in her long life, and has not only survived, but found ways to thrive.

Compact weapon fits Maz's small hands

Power setting adjust

MAZ'S BLASTER

Variable lens corrective goggles

Large lens in one eye the deeper interiors of Maz's castle. Reveals some of her deepest fears as well as an overwhelming vision brought on by the power of the Force

Statue of an ancient lost Master

BUST OF MASTER CHEEPP KANOTA

PIRATE LEGEND

Maz's diminutive form seems at odds with her legendary, age-old, through-her-large-degree-of-curiosity-and-exploratory-initiative. Although [illegible] she has [illegible] strength [illegible] known she has survived [illegible] her few [illegible] encounters with Knights and Masters), she never walks that path herself, instead relying on her strong connection to the Force to keep her out of danger.

FUSION CUTTER HEAD

KAATHIM POWER CORE

Four thousand years old hyperspace servant

MAZ'S CHRONO BOX

Ancient wealthy vessel

Beacon of the Sith?

Socks knitted by Mare Hemsell

MAZ'S TREASURES

In her countless centuries of travel, Maz has collected countless trinkets and treasures, not to sell but to protect. She has seen the tide of dark and light ebb and flow across the galaxy, and believes that a relic from the past may someday make a difference in the future.

Maz keeps the blue ornament

Disfigured Anzellan face

Kathee wheedle

Sea-eel feather apron

CHADRAN AND UBESE

CORNT MEAT

BAKED CUSHKUS WITH FRAL

MEAT THORNSKEWER

FRESH FRUIT PLATTER

STRONG "COOKIE" TUGGS

A container-old fixture within the castle, Tuggs has a surly attitude that is the subject of good-natured ribbing by those who eat his cooking in the dining hall.

Well-worn keyboard

Tuyen-bound wind-up

STYLH-STRING HALLUSET

Hyperbloque horn cluster

Bodhran-bone tone beats

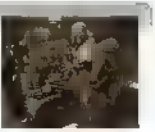
KASBA DRUM

MAZ'S CASTLE

Having stood at the shore of a freshwater lake for millennia, Maz's castle is a peculiar blend of ancient and current. Sensor arrays and communications gear help keep Maz connected to the wider galaxy, but a short walk from the castle plunges visitors into a [illegible] where [illegible] by [illegible] a yet-unclear [illegible] to [illegible]

Thrashcat and cyborg are frequent entertainers who offer "curated" collections for those looking to disappear.

Upon arrival at the castle, Finn, Rey, Poe and BB-8 pass by NUTE GUNRAY, a jewel hoarding thief.



Services available at Maz's castle include spacedock, food, medical assistance, load unloading and repair, games of chance, astrogational updates and local reports.

Maz has only to fill comfortably openly acknowledging her close affinities since the depths of the universe.

ENTERTAINMENT

A poet and painter, Maz delights in [illegible] forms of art as it provides a way for one of a pirate to discover new wonders. She offers food to [illegible] musicians [illegible] the [illegible] and [illegible] [illegible] Jakkuvian denizens [illegible] the cultural [illegible] Some are thrill-seekers, others are looking to use their [illegible] [illegible]

EATBIN KALORSA

ROBERT "STICKS" QUARIL

INCOGNERO ZEDDEBOOP COGGINS

SUNSHANTER DILLIFAR GRUN

MAZ'S CASTLE

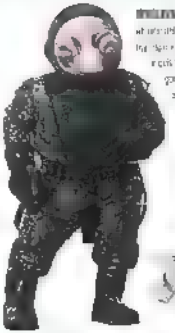
MAZ KANATA EXTENDS a warm hospitality to those

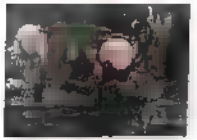
GRUMMGAR'S HUNTING RIFLE

GRUMMGAR AND BAZINE

BAZINE

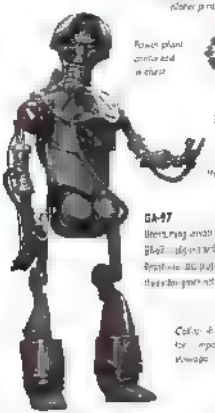
GRUMMGAR





CAPTAIN ITHAMO'S BLASTER RIFLE

QUIGGOLD



QUIGGOLD'S PRAYER BEADS

GA-97

PIRATE CREW

CASTLE GUESTS

WITH ITS LOCATION in the Tashtor sector offering access to major trade routes that connect the Inner and Outer Rim, Telendeira is a popular departure point for star travelers of every type. For those willing to brave the lawlessness of the sparsely settled Outer Rim or Western Reaches, Mara's castle is often the last taste of civilization. For those heading Coreward, it's a last gasp of frontier living. Fugitives desperate to avoid law enforcement have their pick of escape routes, provided they have the credits to pay for transit and the skill to negotiate proper terms.

DIVERSE CROWD

A galaxy of different species brings people to Mara's castle, not all of them nefarious. Prayer Orandus, a human cleric who has new followers, offers spiritual guidance to other criminals. Pin Sweevant rules commerce ships, while Sorrsigo and Mashoori are gamefowlers who oversee the process of stalking and harvesting newly outrigged worms. As different as they all may be, these beings connect, each offering something of value to another.

PRASTEA ORMILEN
A disciple of the Sacred Bounds, an Ithorian sect of worship, Orastea is an Ithorian hunter-gatherer who has put his life of crime behind him.

Ithorian physiology similar to Herdars

PIN SWEEVANT'S BLASTER PISTOL

Amplified proton chamber for intense blasts

Blue color is camouflage in Mara's lagoon forests

PIN SWEEVANT
A Blue-furred Nimgaulu bandit, Pin uses contacts within the Mining Guild to find out the schedules of vulnerable convoys.

Thrugg's Bay has not exactly had a tailored entrance. Discerning locals attract new opportunities for her. Bay has moved from a world to fish, to hunt, and with each a diverse population.

Twisted cosmic robes offer little comfort

SORRSIGO AND MASHOORI
These two Bivorrian gamefowlers are constantly tracking giant rot worms, and offer top prices.

Goggles protect sensitive eyes

Monitors the angle of light within your hyena

ELECTRO RETRACTOMETER

PRASHEE AND CRAMPUS

Prashee and Crampus are Gibberan brothers who have a good game of chance, and take advantage of their identical appearance to swap identities in profitable transfers.

Acrobatic belt twists

SABACC CARDS

Crooked dealer only redeemable at Mara's

GAMBLING CHITS

Attaching Gibberan travel utensils

GAMBLING DEN

Games of chance are a popular pastime at Mara's castle as they provide a non-violent way for extremely competitive subjects to prove their mettle. In addition to classic classics like sabacc, pazaak, and dejarik, other popular games include Devo's Demon, a board game favored by the Ithorekhil Dungan sisters, and shield ball fighting, wherein opposed shields bash against each other in a square arena battle, with shields of the same color being able to clang together to form more formidable fighters.

TASHCO PHURUS
When away from Mara's castle, Tashco is a pirate who patrols the Ithorekhil Region west of Cotaxxon.

Hidden underneath blaster rifle

Ithorekhian aquatic robes

Sage even after long night vision

Sensitive hearing

Flesh-tearing fangs

CRAWLE KUDTS AND FIGHTING DROIDS

Contains valuable technology

PRIZE BOX

HASSIC TRIPLETS
Woodland subhumanoids, these illegal thugs are frequently hiring for trouble in the main hall of Mara's castle, but other, larger beings keep the peace.

DATA FILE

- The droid MS-80N is rumored to be as old as Mara herself, and came before the droid next door in the ancient castle population.
- Mara is delighted to see Han Solo again, as the two survived the Corellian secondhalf a 25 years.

GWELLIS RAGNORO
A mysterious Ortolanx who doesn't talk about his past, Gwellis is an expert forger who specializes in transit documents.

Arms of WOOKIE Heroes guard

Inky, urgent tongues and loyal protectors

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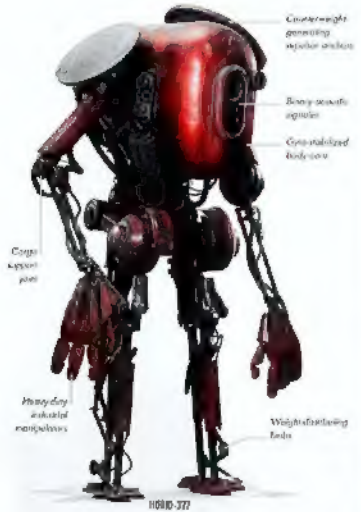
ROSE TICO



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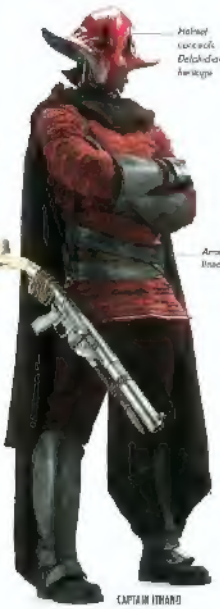

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